



MICROCOSM

Commodore
AMIGA CD³²

mi-cro-cosm (mīkro-kōz'm) *n.* 1. A view of mankind regarded as being the epitome of the universe. 2. A new era in gaming. 3. The ultimate CD-Rom action game.

[From Greek *mikros kosmos*, small world.]

Time is running out for corporate mogul Tiron Korsby. A microscopic probe, "Grey M" has been injected into his bloodstream by rival corporation Axiom. A probe that with every beat of his heart is homing in on his brain to execute its diabolical mission: total mind control.

Your mission: track down and destroy the intruder. Using the latest in micro-submersible technology you'll navigate through the strange and menacing world of veins, arteries and organs inside his body heading for the final confrontation with "Grey M". Microcosm blows apart the barriers between movies and computer games.

Its cutting edge features include:

- Over 500 megabytes of gameplay, graphics and sound data.
- Cinematic presentation of photo-realistic images and full motion video sequences rendered using state-of-the-art graphic workstations.
- Challenging, fast and furious gameplay, genuine interaction with rendered backdrops, allowing you to pilot your route through Korsby's body.
- Paygnosis' exclusive Fractal Engine Technology™ system which allows silky smooth video transfer even on single speed CD-ROM drives.
- A digital audio soundtrack by the rock legend Rick Wakeman, making Microcosm a feast for your ears, as well as your eyes!

Is it a movie packed with furiously addictive gameplay, or a game with visuals to match anything Hollywood can produce? With Microcosm you have the best of both worlds.



▲ PC CD screenshots



Microcosm™ and Paygnosis™ are trademarks of Paygnosis Ltd.
Unauthorized copying, hiring, lending, public performance and broadcasting of this game is strictly prohibited.
All rights reserved. Manufactured in the United Kingdom.
© Paygnosis 1994.



A Data Electronics
Publishing company